FOR IMMEDIATE RELEASE

Chomp and Stomp as the Sole Survivor of a Suspect Experiment in *GNAW*

Explore an intricate cityscape with fluid movements and seamless improvisational combat

NEW YORK – Oct. 6, 2025 – *GNAW*, a pre-apocalyptic action adventure sidescroller from independent developer Redstart Interactive, investigates the end of an era on PlayStation 5, Xbox Series X|S, Nintendo Switch, as well as PC, Mac, and Linux via Steam in 2026.

Check out the reveal trailer here and play the demo, available on the Steam page now!

A last-ditch attempt to curb dinosaurs' cannibalistic urges goes belly up when a MEATeor crashes into New Dino City, sending its residents into a feral state they had suppressed for millions of years. Charge teeth first into a chaotic and bustling metropolis as Ripley, an insatiable raptor and the sole survivor of an experiment who boasts a raging yet transformative appetite.

Romp across these mean streets and chomp on enemies to refuel Ripley's abilities for more projectile slugs, health, and moves including bounce to reach new heights, spit shots to take down enemies, and dipping out of harm's way. Approach combat encounters with a dynamic mix of skillful maneuvers and coordinated strikes. Unleash precise ranged attacks and aggressive melee chomps, anticipating enemy movements and adjusting positions with agile ease.

Discover new powers while navigating the city's vast network of interconnected regions. Battle intimidating bosses in the seedy Underbelly and overcrowded Sky Square with Ripley's trusty gobshot, boombasts, gumbooms, and more. Uncover millions of years of hidden lore, simmering unrest, and primal intentions while attempting to save the city from total collapse.

"*GNAW* combines strong and dynamic combat encounters reminiscent of classic '90s mainstays with a lore-rich world full of societal unrest," says Jon Lawitts, Developer, Redstart Interactive. "This deinonychus will traverse 7 different regions, each with its own distinct landscapes and platforming challenges, while fending off feral critters and vengeful scientific experiments."

GNAW will arrive on PlayStation 5, Xbox Series X|S, Nintendo Switch, as well as PC, Mac, and Linux via Steam in 2026 with English, Spanish - Latin America, Japanese, Chinese - Simplified, and Russian language support.

For more information, please visit the official website, follow the team on X and Instagram, and join the community on Discord.

Assets

Streaming Trailer

Screenshots, GIFs, and Downloadable Trailer

About Redstart Interactive

Founded by Jon in 2019, Redstart Interactive is an independent development studio based in New York City. The studio is dedicated to creating unique and polished games that are deep and engaging. It's currently developing an action adventure sidescroller entitled *GNAW*.

For more information, visit the official website.

Media Contact

Bailey Izumita | Ian Boudreau
Stride PR for Redstart Interactive
bailey@stridepr.com | ian@stridepr.com